

アクアレギア (Aqua Regia)

Designer: Tamugaya Family (たむがや)

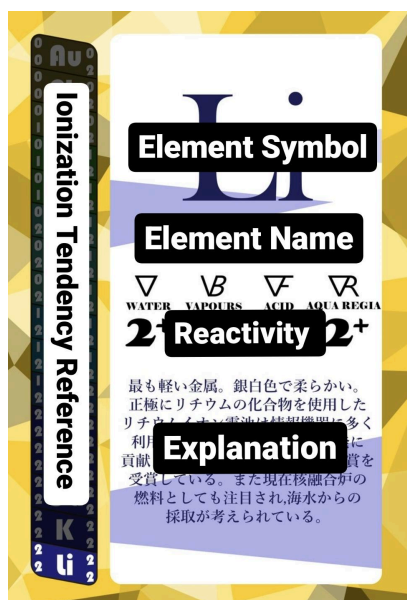
Players: 2-5

Playing time: 15-30 minutes

Aqua Regia is a climbing game themed around the ionization tendencies of metals. Use your metal cards as your hand and play them according to the situation, aiming to be the first to get rid of all your cards.

PREPARATION: 16 types of metal cards, 4 each. Deal 10 cards evenly to all players. These become their hands. The remaining cards form the draw pile. Decide the starting dealer. The field starts with water and changes in the order of:

Water → Water Vapor → Acid →
Aqua Regia → Water



Card anatomy

GAME FLOW: The dealer plays the first card from their hand to the current field on the field board following the rules of playing a card. At this time, cards with a reactivity of 2+ can be played in multiples. If the dealer has no playable cards, the role of the dealer passes to the player on the left.

Important: The strength of the cards is determined by the order in the ionization tendency, not by numbers. Lithium (Li) is the weakest, and gold (Au) is the strongest.

The next player can either ① play a card to the field or ② pass. After taking an action, the turn passes to the player on the left.

1) Playing a Card: The number of cards that can be played is the same number as current cards on the field, or one more. When playing a card from the hand, the following conditions must be met:

- Reactivity to the current field **must not be 0**
- Must be stronger than the current cards on the field (higher on the IT Reference)
- If there are multiple cards on field, cards with a reactivity of 1 to the current field cannot be played.

When playing a card to the field, place it on top of the card on the field. If the same card is played four times simultaneously, **Reverse Change** occurs.

Reverse Change: If the same card is played four times simultaneously, the order of the field reverses. For example, if the order is: *Water → Water Vapor → Acid → Aqua Regia → Water*, it becomes *Aqua Regia → Acid → Water Vapor → Water → Aqua Regia*.

2) Passing: If you cannot or do not want to play a card from your hand, you can declare a pass. If you pass, then draw one card from the draw pile. If there are no cards left in the draw pile, you do not need to draw. After that, you may perform

Metal Precipitation.

Metal Precipitation: Discard one card from your hand, and then add a stronger card (higher on the IT Reference) from the discard pile to your hand. If there are already four of the same card in the discard pile, you cannot choose that card.

If all other players declare a pass and the turn comes back to the last player who played a card, that player becomes the dealer. At this time, remove the field cards as discards and change the field. The field changes in the order of *Water → Water Vapor → Acid → Aqua Regia → Water*. If **Reverse Change** occurred, the order is reversed.

END OF THE GAME: The new dealer plays the first card again, and the turn passes. Repeat this process, and the first player to run out of cards wins.

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